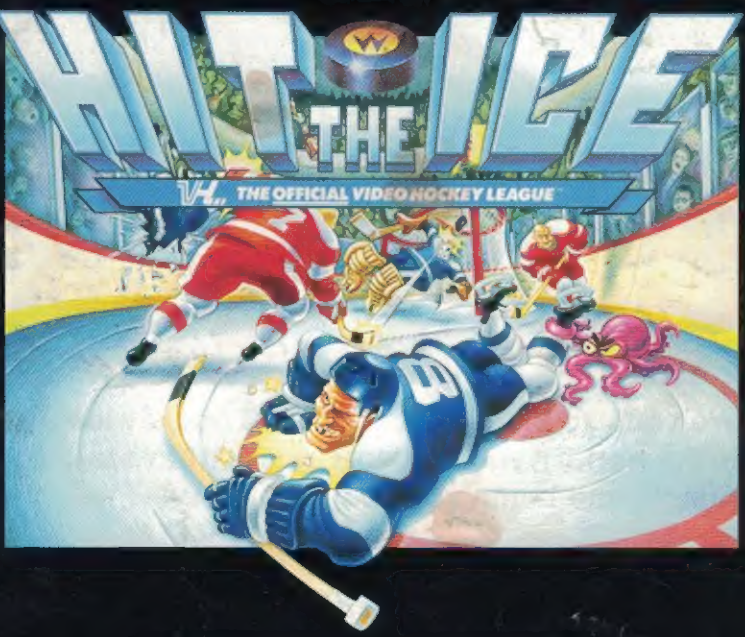
SNS-HC-USA

TAITO™

HIT THE ICE™

THE OFFICIAL VIDEO HOCKEY LEAGUE



INSTRUCTION BOOKLET

THE MOVIE SUPERSTORE
G01605

SUPER NINTENDO ENTERTAINMENT SYSTEM

Welcome to the toughest, wildest hockey league in the world! If you want to win, you'll have to kick, punch, and bump your way to victory!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

TAITO™

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HIT THE ICE™

VH.. THE VIDEO HOCKEY LEAGUE

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G01605

GAME FORMAT

In HIT THE ICE, you will choose one of six teams for yourself, and one as an opponent. Each team is composed of two skaters and a Goalie; you control one of the two skaters. The standard rules of hockey apply: you will be trying to slide the puck into your opponent's goal. In addition to skating and shooting skills, your skater will need to use his special fighting tricks on the opponents. Fortunately, no fouls are called in this game!

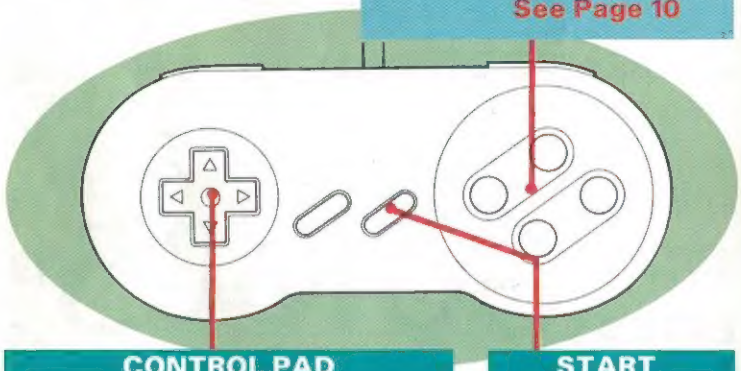
THE CONTROLLER

This is a game of speed and fast reflexes. Become familiar with the controls to improve your chances.

A - B - X - Y BUTTONS

These buttons control your skater's shooting, passing, and fighting skills. To learn more about these techniques, read Skater Skills.

See Page 10



CONTROL PAD

You can move your skater in any of eight different directions by pushing the Control Pad up, down, left, right, and diagonally.

START

To begin playing press the Start Button--and get ready to skate in one furious game! Also push Start to pause.

STARTING THE GAME

1 Insert the Game Pak into your SNES and turn on the system. After a few seconds, the Title Screen appears. Once you see "Push Start Button," you can press Start and begin the action.

2 After you push Start, the Game Select Screen is displayed. On this screen, you will choose one of five playing modes. You can also enter the Option Screen to change some game parameters.

See Page 6 & 7

3 Once you have selected the play mode, you will choose your team out of the six available. Move the cursor with the Control Pad and push either the A, B, X, or Y Button to make your selection.

See Page 7

4 Following team selection, you will pick which of the two team skaters you want to control. Next, if you are in 2-Player mode, the second player chooses the skater he will control.

See Page 16

5 When the teams and skaters have been selected, a map of North America appears on the screen. The hometowns of all the teams will be indicated. Now take a deep breath--the game is on!

PLAY MODES

On the Game Select Screen, you will see the five play modes available for one or two players to compete with the computer or each other. Use the Control Pad to move the cursor to the one you want, and push A, B, X, or Y.

1P VS COMPUTER

Your team competes against a computer-controlled team. However, to make the game more interesting, you will choose the opposing team.

1P2P VS COMPUTER

You and your partner choose a team and the skaters you will control, then select an opposing team to play in one very tough game.

1P TOURNAMENT

Your team challenges the other five teams one at a time. You automatically move on to the next team when you defeat one.

1P2P TOURNAMENT

You and your partner will each be able to control one of the skaters on your team as you battle the other five teams for the title!

1P VS 2P

You and another player each choose a team and a skater to control, then go head-to-head. You cannot both choose the same team.

OPTIONS

You can change some of the settings of HIT THE ICE in the Option Screen.

OPTION SCREEN

When you choose this on the Game Select Screen, a list of options appears. You can change these if you wish. Read the descriptions below before you change settings. As your skill improves, you can make the game more challenging.

TIME

Each game lasts three periods. You can choose two, four, or six minute periods for your game.

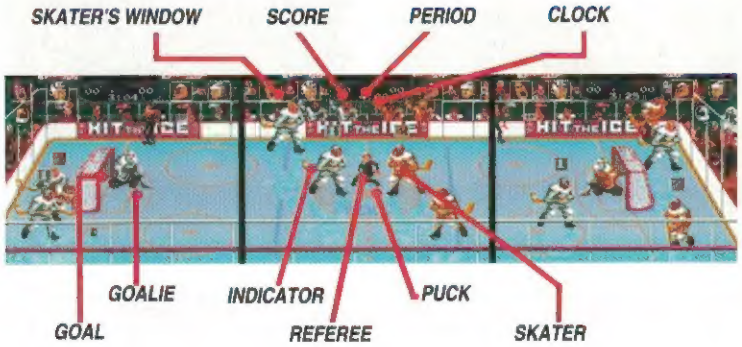
LEVEL

Each mode has three levels: easy, average, and difficult. Select the one that suits your experience.

CONTROL

You can change the functions of the A, B, X and Y Buttons. Select the control set that you feel comfortable with, then stick to it so your game will be consistent.

GAME SCREEN



SKATER'S WINDOW

Your skater's face appears here. It changes to show him suffering from fights. After a period, his face recovers. An opponent's face appears to the right.

PERIOD

The three circles indicate which period you are in. Each circle stands for a specific period. For example, when the middle circle is lit, you're in the second period.

SCORE

You earn one point for each goal, and cannot earn extra points any other way. Both teams start at zero. The team that scores the most points wins.

CLOCK

This digital clock counts down the time remaining in the current period. When the clock reads 0:00, one period is over and the next begins or the game is over.

GOALIE

Your Goalie must block the incoming shots. Sometimes he will have to attack an opponent to prevent a goal. Most of the time he is computer-controlled.

REFEREE

This man stays out of your way and never sees the rough play. He will attend to face-offs and similar technicalities, but mostly he does not interfere.

GOAL

The best way to protect your goal is to keep the opponents away from that side of the rink. Hog the puck and constantly drive at your opponent's goal.

PUCK

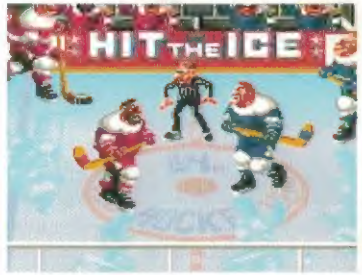
In world class competition such as this, only top-of-the-line pucks are used. They move fast and smooth over the ice--be sure they don't outpace you.

INDICATOR

A tiny arrow appears beside the skater you control. If you are in a two-player mode, both player's skaters are indicated. Computer skaters are not highlighted.

SKATERS

Four skaters take to the rink in a game--two from each team. A player can control only one skater, and at times the Goalie, no matter which mode.



See Page 10

SKATER SKILLS

The buttons you will press to perform the actions described on these pages will vary depending on which Control set you chose, see page 7. The buttons named in these explanations are the only options for the function named.

PASS

To make either of your skaters pass, push A or B. They should be close to each other. You cannot pass to the Goalie.

WRIST SHOT

Lightly push the X or Y Button when your skater has the puck to make a wrist shot. This shot is more powerful than a pass.

SLAP SHOT

To fire a slap shot, firmly press X or Y. Your skater can hit the puck harder and faster with this type of shot.

SUPER SHOT

Press and hold X or Y for more than 4 seconds. When the player is standing in the position shown here, release the button.

SPINNING SUPER SHOT

When your skater is facing the goal, have his teammate pass the puck. Push A or B as your skater receives the puck.

PUNCH

Lightly press X or Y when your skater is standing still without the puck and he punches in the direction he is facing.

SPECIAL SKILL

If you firmly push X or Y when your skater does not have the puck, he will perform his special skill.

POUNDING

When you get frustrated with how your game is going, push X or Y. Your skater will pound on the ice or an opponent.

FIGHTING

Eventually, the skaters get fed up with rough play and attack each other. You can start a fight by pushing the A or X Button. The play screen will zoom in on the two skaters who are brawling. The skater who punches harder and gives his opponent more damage wins the fight.

GOALIE SKILLS

Immediately after an attempt is made on your goal, you will be able to control your Goalie. He cannot perform the kind of maneuvers that a skater can, but he is able to do what it takes to protect the goal.

PUSH

When an opponent crowds into your goal area, press A, B, X, or Y and the Goalie will shove him out. This is a handy move to use on your pushy opponents.

PASS

When your Goalie has taken control of the puck, push A, B, X, or Y and he will pass to his teammate. Try to time it so the puck isn't stolen.

DIVING SAVE

When there is a scuffle near the goal, push A and X, or B and Y, together. Your Goalie dives on the puck and covers it as long as you hold the buttons.

RULES

SUDDEN DEATH

Overtime begins when you and your opponent are tied at the end of the third period. You will continue playing regular hockey, and the first team to make a goal wins. If neither scores within the set time, each team takes Penalty Shots. Whoever makes the most goals wins. If the score remains tied, the game is a draw.

PENALTY SHOT

In the Penalty Shot play-off, each team can make two attempts to score. A skater is allowed 20 seconds to set up and take his shot. He can move around the rink and make shots from anywhere. The Goalie will be in position trying to block the puck. After one team has made its attempts, the other team takes a turn.

INJURY SUBSTITUTE

When a skater becomes badly injured by fighting, he will collapse. A substitute appears automatically to take the wounded skater's place.

EXTRAS

During the hockey games, a few unusual items and annoying distractions may appear--be on the watch for them. Some of the things that show up will help your team, others are an inconvenience and get in the way.

POWER DRINK 1

At certain times when your team is losing, Power Drink 1 appears in the skater's waiting area. It helps your skater recover and for one minute increases the power, speed, and success of your team's shots.

POWER DRINK 2

Like Power Drink 1, this appears when your team is suffering. After drinking it, you can perform a Super Shot by pushing the button for the Slap shot.

DISTRACTION

An octopus occasionally shows up to interfere with the game. It will get in the skaters' faces, tangle their sticks, or pull their pants down. It comes and goes at will, and you don't have any way to stop it.

GAME OVER

GAME OVER

At the end of all non-tied games, the winning team is shown on the screen with a "!" next to its name. Then the Stat Screen appears.

GOALS

This indicates how many goals each skater made.

SHOTS

The number of goal attempts a skater made appears here.

SCORE

Look here to see a skater's score ratio for the game.

SHOTS ON GOAL

The number of times the puck entered the goal area.

SAVE

This is the defense ratio of the Goalie in the game.

GOALS AGAINST

This is how many goals the Goalie couldn't prevent.

ASSISTS

This shows how many passes leading to goals were made.

CONTINUE

To play the same team again, push the Start Button before the clock counts down to zero. You can only Continue a certain number times.

TEAMS & SKATERS

MONTREAL REDS

PHIL BUNKER

Special Skill: He hits opponents with his stick, then knocks them down.

DICKY FONTAINE

Special Skill: He twirls his stick around and sends opponents flying.

GUNNER HALL

This man is a great Goalie, who loves to dive on the puck and his opponents.

NEW YORK BLUES

BATTLESHIP BOYD

Special Skill: He hits his opponents away by checking (bumping) them.

DAVID VOLEK

Special Skill: He fights very dirty, using his blades to kick opponents.

PIERRE BOUDOIR

An outstanding goal keeper, Pierre has defended against the greatest teams.

TORONTO WHITES

IVAN YAKASHEV

Special Skill: He was once a boxer and loves to use his windmill punch.

WILLY LINDBERG

Special Skill: He uses his back to shove opponents away from the puck.

TOM HORYNA

This Goalie is a white blur as he quickly moves to block the pucks.

MINNEAPOLIS GREENS

REGGIE MARSH

Special Skill: He skates into his opponent and flings him backward.

JOHNNY NOVAK

Special Skill: He quietly slides his stick into the path of skating opponents.

PETER KIDD

He is no kid–he's been a top ranked Goalie since he entered the pros.

TEAMS & SKATERS

LOS ANGELES YELLOWS

AL GIGLIANO

Special Skill:
He spins around, using momentum to sweep kick opponents down.

WAYNE GREATMAN

Special Skill:
He likes to slip his stick into the skates of opponents.

HAPPY GOLECK

This man is very happy-go-lucky, and always seems to be in the right place.

CHICAGO ORANGES

BO CLEVELAND

Special Skill:
He likes to use his blades for kicking rather than skating.

MIKE BARR

Special Skill:
He is another skater who likes to check opponents--hard.

BOB DOVER

Chicago would never trade Ben. He nearly always shuts down goal attempts.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

* Reorient the receiving antenna
* Relocate the SNES with respect to the receiver
* Move the SNES away from the receiver
* Plug the SNES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following document prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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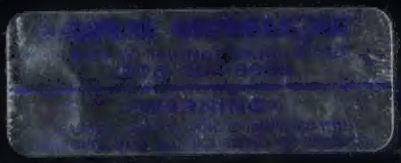

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